Amendments to the Claims

1. (Original) An apparatus for operating toys through a computer communication, comprising:

a communication server supplying message information through a computer communication in a network;

an operation device interpreting the message information inputted from the communication server ; and

a toy being inputted the message information from the operation device and performing a certain motion or outputting character information/audio information/image information corresponded to the inputted message information.

2. (Original) The apparatus of claim 1, wherein the communication server is an electronic mail server supplying message information interactively between users through electronic mails in the network.

3. (Original) The apparatus of claim 2, wherein the message information includes:

an electronic mail address of a sender and a recipient;

a body part corresponded to a content to be transmitted having a text based keyword, a script language having a designated format or a combination thereof; and

an accompanying file added information having various formats.

4. (Original) The apparatus of claim 2, wherein the message information uses the designated script language of the electronic mail message information.

5. (Original) The apparatus of claim 2, wherein the message information uses the designated keyword of the electronic mail message information.

6. (Original) The apparatus of claim 2, wherein the message information uses a designated execution file having a MIME (Multipurpose Internet Mail Extensions) type accompanying file format of the electronic mail message information.

7. (Original) The apparatus of claim 6, wherein the MIME type accompanying file includes:

a header having a file name, content, a creator and a date;

toy operation data having an order set operating a certain motion of the motion database of the toy or timely variation/angle change data of joints operable a direct operation joint and a rotation joint; and

toy audio/sound data having an order set operating audio/music/sound database of a toy or data directly executable audio/music/sound.

8. (Original) The apparatus of claim 2, wherein the message information uses a combination of the designated script language, keyword, execution files having the accompanying file format of the electronic mail message information in the operation of the toy.

9. (Canceled) The apparatus of claim 1, wherein the communication server is a chatting server supplying message information between users through a chatting in the network.

10. (Canceled) The apparatus of claim 9, wherein the message information uses a designated keyword of the chatting information.

11. (Canceled) The apparatus of claim 9, wherein the message information uses the designated script language of the chatting information in the operation of the toy.

12. (Canceled) The apparatus of claim 9, wherein the message information uses the designated special character of the chatting information in the operation of the toy.

13. (Canceled) The apparatus of claim 9, wherein the message information uses a combination of the designated script language, the keyword, the special character of the chatting information in the operation of the toy.

14. (Original) The apparatus of the claim 1, wherein the operation device is a computer or a mobile phone or a PDA having a wire-wireless communication function in order to supply message information.

15. (Original) The apparatus of claim 1, wherein the operation device includes:

a virtual character performing a motion/audio in a cyber space by being inputted message information from the communication server.

16. (Original) The apparatus of claim 15, wherein the virtual character and the actual toy operate interactively when a computer communication using the virtual character is performed.

17. (Original) The apparatus of claim 16, wherein the toy is supplied experience information of the virtual character or grows according to learning performed by a user, performs a motion and outputs character information, audio information and video information.

18. (Original) The apparatus of claim 17, wherein the toy performs motion/audio interactive with the virtual character by being inputted motion/audio information of the virtual character from the operation device or transmitting the motion/audio information thereof to the virtual character.

19 (Original) The apparatus of claim 1, wherein the toy includes:

a memory means storing message information or memorizing information acquired through learning;

an input/output means inputting or outputting character information, audio information or video information;

a wire-wireless communication means constructed with a PC or a mobile phone or a PDA for transmitting/receiving the character information, audio information or video information;

a microprocessor calculating a variation or an angle operable a toy; and

an operating unit operating the toy by using the value calculated in the microprocessor.

20. (Original) The apparatus of claim 19, wherein the toy can directly connect to the communication server without passing through the operation device and transmit and/or receive message information.

21. (Original) The apparatus of claim 19, wherein the memory means further comprises:

a motion/audio database storing a certain motions, character information, audio information and video information.

22. (Original) The apparatus of claim 19, wherein the motion/audio database is constructed with motion, action, operation of the power, voice, music, audio, character and pattern or combination thereof.

23. (Original) The apparatus of claim 19, wherein the input/output means is constructed with a keyboard, a microphone, a sensor for inputting message information and a display unit, a speaker outputting the inputted message information.

24. (Original) The apparatus of claim 19, wherein the communication means is a PC or a mobile phone or a PDA.

25. (Original) A method for operating toys through a computer communication, comprising:

judging whether message information is received through a computer communication;

extracting and interpreting the received message information;

judging whether there is a designated message information in the interpreted message information; and

performing a motion or speaking a word by operating a toy operation software when there is the designated message information.

26. (Original) A method for operating toys through a computer communication, comprising:

judging whether an electronic mail is received;

extracting and interpreting message information of the electronic mail when the electronic mail is received;

judging whether there is designated certain message information in the interpreted electronic mail information; and

performing motion/audio of the toy by operating a toy operation software of the toy according to the designated certain message information when there is the designated certain message information.

27. (Original) The method of claim 26, wherein the designated certain message information is extracted from the body part of the electronic mail message information and interpreted.

28. (Original) The method of claim 26, wherein the designated certain message information is extracted from the execution file of the electronic mail message information and interpreted.

29. (Canceled) A method for operating toys through a computer communication, comprising:

receiving chatting message information;

judging whether designated certain message information exists in the received chatting message;

interpreting the designated certain message information; and

performing a designated motion/audio of the toy according to the desinated certain message information.

30. (Canceled) The method of claim 29, wherein the designated certain message information uses a designated keyword, a script language, a special character or a combination thereof.

31. (Canceled) In a method for performing a chatting using a virtual character in a network, a method for operating toys through a chatting, comprising:

performing motion/audio by a virtual character;

judging whether the motion/audio of the virtual character exists in the motion/audio database of the toy; and

performing motion/audio of the toy by interacting with the virtual character when the motion/audio of the virtual character exists in the motion/audio database of the toy.

32. (Canceled) In a method for performing a chatting using toys having a communication means, a method for operating toys through a chatting;

performing motion/audio of the toy;

judging whether the motion/audio of the toy exists in the motion/audio database of the virtual character; and

performing motion/audio of the toy interactively when the motion/audio of the toy exists in the motion/audio of the virtual character.